

Combat Flyer

Small Spacecraft

Defense Value: 28 (+2 size, +6 Handling, +10 equipment);

Armor: 12

Handling: +6

Sensors: +12

Stealth: 24 (34);

Stress: 8



Features: Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+3)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 1 Pilot, 3 Passengers

Structural Spaces: 8 (Cargo 3, Control 1, Crew 1, Engine 2, Weapons 1)

Fore Arc Weapons: Fusion Cannon (Close, Offence 20, 1 weapon space)

Minbari Jamming Suite: The countermeasure and stealth-enhancing technology of Minbari vessels is the most advanced of the Younger Races. While active, the Minbari jamming suite makes it incredibly difficult for enemy ships to pin down the location of the Minbari craft. **While active, the suite adds a +10 equipment bonus to the craft's Defense Value and Stealth. The craft also gains a +10 equipment bonus to any Operations (systems) checks made when attempting the *Shake The Lock!* order.** Note that a craft equipped with a Minbari jamming suite does not suffer any of these problems when targeting another craft (even if that craft also has a Minbari jamming suite).

Minbari Flight Computer: The computer systems built into most Minbari spacecraft are incredibly advanced, to the point where an authorised passenger simply need state where he wants to go and the vessel will simply take him there by the most expedient route, avoiding any dangers and hazards automatically. The flight computer is so advanced that it can even fulfil most combat operations successfully, with minimal input from its passengers. The Minbari flight computer may be activated during any order, though most Minbari vessels with one installed will have it permanently active. **As long as it is activated, the craft may ignore any impaired penalties due to damaged control or crew areas. In addition, any Operations checks, Pilot checks or attack rolls may be made by the flight computer (+5 BAB, +9 Training).**

Gravitic Engine: Advanced gravitic engines are capable of generating their own gravity for the crew on board, making them far more comfortable during long voyages. A craft equipped with gravitic engines grants a **+2 circumstance bonus to any Operations (systems) checks carried out by its crew.** Characters on board do not need to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289. This special quality may not be destroyed.